

Title: Ancient History Orc II

Author:

One day the fort
received a unique visitor.
Tilf and Gilf, the Ettin
Lord came calling upon
the Clan. Some Men had
stolen something from
Tilf and Gilf, as Men are
wonton to do. They had
made off with the giant
two-head's favorite club
and the ettin wanted the
Clan to recover it.

Quickly organizing a couple
search parties, the Orcs
journeyed to Britain to
find the missing club. Qog
led the group that
included Guz'kth, the Orc
Archer, who found the
Man holding the club.
Seizing upon the moment,
Qog led the Orcs in an
attack that succeeded in
gaining the club. Tilf and
Gilf promised greater
cooperation between ettins
and Orcs in the future.

Knowing that the Clan
was weak in the
knowledge of magic, and
seeing how brutally the
Men used it against the
Clan, Grishnak tentatively
contacted GreyPawn,
leader of the mages on
far off Verity Island.

GreyPawn agreed to allow
an Orc to study magic at
the Lyceum, hoping that
greater interaction with
Men would curb the
hostile tendencies Orcs
displayed.

Orglik was chosen to be
the first Orc to study
magery. Diligently he
studied, learning what he
could to bring back to

the Clan. On the eve of his graduation from the Lycaeum, a great feast was declared. Orc and Man would come together in the Lycaeum to celebrate a new age of peace and understanding.

Hesitant at first, Grishnak overcame his distrust and led his Clan to the tables set for them. After stuffing themselves and drinking much ale, the Orcs relaxed and began to rethink their hostility with Man. It was at this moment that the Men sprung their trap.

Many Orcs had acquired the Bludname in battle with Men, but had been assured safe passage by the guards of the Lycaeum. Lulled into a sense of security, they didn't expect the sudden attack by the Men of Moonglow. Many Orcs were slain before the rest could escape. This great betrayal by GreyPawn and his Moonglow Militia marked the beginning of the undying hatred Orcs have for the inhabitants of Verity Island.

True to his word, Tilf and Gilf again returned to the Clan. The Ettin told a tale of a great war between the Trolls and the Ettins. The Trolls had conquered the Ettin lands and Tilf and Gilf sought the Orcs aid in retaking their home. Soon a great army of Ettins, Orcs, and Necromancers marched upon the Trolls and vanquished them. It was shortly after that the hosts of Yew, Moonglow, and the Urban

Knights gathered to attack the Orcs in the very heart of their lands.

Driving deep into Orc lands, they seized the gates of the fort before being thrown back. A most perilous battle for the Clan, won only by the use of explosive potions hurled over the walls of the fort.

With great magics, the Shamans of the Clan pulled back the veil of the world and beheld a multitude of other worlds.

Upon some of these worlds were other tribes of Orcs. None of these had sworn loyalty to the Clan, there for they must be destroyed.

Great effort was put forth to open a gateway between worlds, and the strongest Orcs of the Clan were chosen to pour through and conquer this new world. Gathering their forces in this new world, they set off towards the fort held by a tribe known as the Orcs of Kor. Initially their assault went well, but the magics used to bring them to this world weakened them and they were thrown back. Grishnak was last seen surrounded by the Orcs of Kor as his forces retreated to portal back to their own world.

With the Chief lost, the leadership of the Clan was vacant. Qog, a former Captain, stepped into the void. Qog reorganized the Clan and led them to victory against the Yew and Moonglow Militias. Having secured the lands surrounding the fort, Qog

turned his covetous eyes westward, towards the farms and pens of the West Yew University.

The great battle between Light and Dark reached a climax and the world shook and split. The world became dark and cold winds blew from the mountains. Death descended across the lands and Orcs rejoiced. The Great Enemy, GreyPawn, retreated to the other side of the worlds. With him went the hated Moonglow Militia. So too did the forces of Yew. The Orcs rejoiced. It was at this time that Grishnak, weakened and hurt, was able to return to his home.

Soon word reached Qog through his spies that the Urban Knights would again try to wrest control of Cove from the Orcs, this time aided by Sesquax Libertas. Qog knew that the Men would try to take the town by sea and laid a trap for them. When the boats carrying the enemy approached the docks, hidden Orcs let fly their explosives, killing many before they even disembarked.

Unfortunately, this was not enough for the great forces arrayed against them were able to force a landing farther to the west. In a great battle the Orcs and their allies were defeated and Cove passed once more into the hands of Men.

Long had the Urban Knight with the red hat enthralled Grishnak. No longer in possession of

Cove, he decided upon a new prize: Shakti. Seizing her as she strolled the streets of Britain, Grishnak carried off his prize to the damp dungeon of Despise. There he enjoyed his new play thing until the hosts of Knights arrived, bent upon rescuing their lost Shakti.

Battling the denizens of the dungeon in addition to the Orcs, the leader of the Urban Knights fell in battle, but not before they won Shakti's freedom. Gathering his body with them, the Urban Knights summoned a magical door to take their leaders ghost and body away to be rejoined. Returning to the Fort, the Clan broods and plans vengeance.

A caravan of ale, enroute through the Orc lands, failed to deliver the required toll and thus was decimated by the vigilant Orc forces.

Nestled among one of the bags of ale was found an axe. Radiating with Evil, Kurgh the Orc Raider knew he should bring it to the Chief.

Grishnak and Snarfu

examined the axe, unable to determine what it was.

A Necromancer of the Infernal Cult was able to read the runes inscribed upon the axe: Crafted by the Hand of Evil. Soon thereafter, a patrol from the city of Evermoor arrived at the Fort.

Talon Skyfire, captian of the guard, demanded that the Orcs return the axe to the rightfull owners.

Spitting over the wall, Grishnak gave his reply. Driven from the gates of the fort, and leaving

behind the broken bodies
of their fallen, the
Knights of Evermoor
retreated before the
overwhelming strength of
the Orcs. A second
assault was equally
defeated, but this time a
parchment was found
explaining further about
the Axe. With the right
combination of elements,
the Axe can release the
Hand of Evil and bend it
to the will of the wielder
of the axe.

With evidence that the
first element can be
found upon the island of
Bucc's Den, the Clan
prepared a raiding party
to search the tunnels for
the first element.

Accompanied by the leader
of the Holy Disciples of
Darkness, Navrip
Freemech, the Orcs were
successful in finding the
first part, the golden coil.
Seeking further
information, the Orcs
mounted an attack upon
the city of Evermoor,
only to be rebuffed.
Unable to take the
knowledge by force,
Grishnak dispatched his
Scouts and Sneaks to
steal it.